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IGME 202, Section 4

Assignment:

Humans Vs Zombies (Spirits vs Spirits)

Description:

This project is a simulation of bad spirits infecting good spirits. The good green spirits attempt to run away from the bad purple spirits dodging obstacles in their paths. You as the user observe the events as they happen in front of you.

All of the spirits move using some type of force whether they are seeking, pursuing, fleeing, or evading. They also have forces acting on them if they stray too far away from the scene or if they run are avoiding obstacles.

User Responsibilities:

C: Changes the camera view

Z: Adds an additional bad spirit

H: Adds an additional good spirit

D: Draws a Debug line

Above and Beyond:

* I tried using a large amount of particle systems to make floating spirits as opposed to using default models.
* The entire level is designed to be a small house in next to a water area. I tried to put as much detail as possible to create a pseudo Asian themed scene
* I’ve added options to create additional good and bad spirits. You are also able to swap to different camera views. The buttons to activate these are under user responsibilities.

Known Issues:

* The Debug lines are not able to be drawn in the executable. The code is correct and works 100% of the time in Unity but does not work in the built version.
* There are small portions in the area where the spirits get “stuck”. This is noticeable if spirits go near the house or if they go near a rock.
* The wander method is not totally correct. They tend to follow a specific point in the map and then randomly go off into different directions. There are two different “CalcWander()” methods.

Credit:

* Models, Textures, and Skybox are from “Asian Far East Environment” – Unity Asset Store
* Particle Sprite Sheets were from “Realistic Effects Pack” – Unity Asset Store